
THE IMPORTANCE OF USING GRAPHIC SOFTWARE IN THE DESIGN OF SEWING WORKS

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ANNOTATION

This article discusses the role and importance of graphics programs in the design and modeling of objects in the field of technical creativity and design.

Keywords: *Computer, AutoCAD, 3DMax, model, "Designer clothes", "Designer clothes", "Electronic mannequin"*

The issue of formation of technical creativity of future teachers of labor and vocational education in higher pedagogical educational institutions is multifaceted, it is necessary to identify effective ways to prepare students for creative activities and select the appropriate content in the joint educational process. Creativity includes an important pedagogical task, such as the development of specific methods and means of generalizing the social and professional training of future professionals.

As a result of the gradual transition of our country to a market economy and its comprehensive integration into the world community, a practical, integrated state policy of informatization of education has been established, and the first regulatory framework with its priorities has been created. Examples are "On inventions, utility models and industrial designs", "On informatization", "On legal protection of computer programs and databases", "Communication". Laws and other policy documents. The opportunities and benefits created under these laws have opened up new prospects for the development of intellectual property innovation processes based on increasing the economic efficiency of the effective use of intellectual property, the adoption of new techniques and technologies, through which new products are produced.

The most important task is to develop students' technical thinking and creative attitude to work, to raise the level of scientific and technological progress in a market economy to world standards, to radically improve product quality, to educate the younger generation. Through the formation of knowledge and skills in the basics of creative activity, future professionals will be able to master the basics of technical, technological, design and production activities typical of modern industrial production. In order to achieve these qualities, the widespread use of information and communication technologies in all spheres of education today has a positive effect. Today, computer technology and the Internet are widely used in all fields. Accordingly, the teaching of computer science and new information technologies in educational institutions remains a requirement of the times. In the field of technical creativity and design, animated images using computer technology serve to increase students' technical creativity, technical thinking, creative approach to work and social and professional training by teaching them to construct objects through various animations and videos, creating new designs. In the field of technical creativity, design is a complex creative process that involves the design of any item, including clothing. Clothing design is a set of details and materials that make up a garment, as well as ways and means of connecting them together to form a single piece of a certain size and shape. The design process consists of creating a three-dimensional detail of the object, a flat image. The number and shape of the parts give the same size and appearance when they are assembled. When designing clothes, you will be taught the rules of taking measurements from the body and drawing the basic drawing of the product on the basis of measurements,

and then make a model from the drawing. By automating this complex process, a variety of new clothing models can be made quickly and easily. To do this, we need graphics programs that automatically perform the design, but at the same time there are many modern graphics programs that have such capabilities. Examples are AutoCAD, 3DMAX, DipTrase, TopCAD, InfracadCAD, and ArchiCAD. One of the graphics programs listed above is AutoCAD, which is one of the most popular programs today. There are many ways to design an object using AutoCAD. It is also a JULIVI complex, a set of programs that create clothing projects. The complex includes such programs as "Designer clothing", "Designer clothing", "Electronic mannequin".

The "electronic mannequin" program includes unique design scanning methods. With their help we can review and manufacture the product in detail:

- assessment of the balance of the structure, ie the location of the vertical side seams and the accuracy of the shoulder joint relative to the human body;
- Measuring the distance between the product and the human body (used to check and determine the amount of free access to the product. Figure 1 below shows examples of work performed in the program "Electronic mannequin".



Figure 2

Once the image is created, the hard work begins: The Designer Clothes program can help the designer with modern software for clothing design, modeling, and design at the same time. Clothing design is a work of creativity and hard work. A fashion designer is a program in which clothing designers can not only be an artist, but also develop and implement her model.

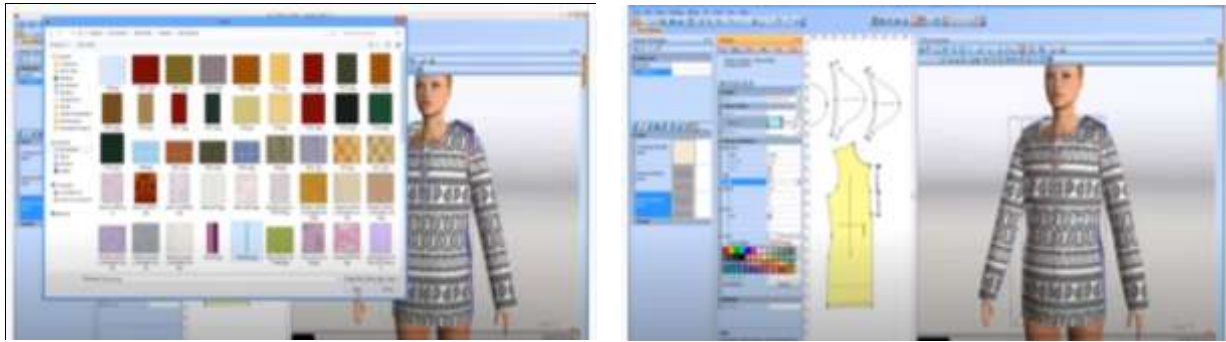


Figure 2

Figure 2 shows examples of work to be done in the program. In conclusion, these technologies are equipped with a sufficient set of features that allow you to create clothing models of any complexity.

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